T•HQ, Inc.
TOY HEADQUARTERS

Distributed by T•HQ, Inc. (Toy Headquarters)
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302

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SNS-PF-USA

PIT-FIGHTER

Instruction Booklet

T•HQ, Inc.
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SUPER NINTENDO
ENTERTAINMENT SYSTEM

Introduction

Thank you for purchasing Pit-Fighter for play on the Super Nintendo Entertainment System. We hope you enjoy many hours of non-stop action as you fight your way to the top of an underground world of warriors.

To make things easier; there's no rules! It's the law of fist and fury as you take on the nastiest brawlers in the land. Throw lethal Dragon Punches or give them a jolting Body Slam! The only time you can relax is when your opponent doesn't get up. But don't worry, an eager contender for the crown is waiting in the wings to put you down for the count - permanently!

So get ready for the fastest, grittiest, no-holds-barred battle ever!

WARNING!
PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE OR GAME PAK

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Toy Headquarters

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5000 N. Parkway Calabasas
Suite 107
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Battle Under the City Streets

In a realm not traveled by the common man exists a strange and compelling arena. A world where the warrior is king and each fighter contends for the most sought after prize of them all - the crown of the Champion.

Choose between three Pit-Fighters, each with a deadly specialty that can take you to the top! Buzz - a former Pro Wrestler with a grip of iron and a Killer Body Slam! There's Ty, a hero of the Kickboxing circuit and a veteran Pit-Fighter. He has the Flying Deadly Double Kick.

Last, but not least is Kato, Master of the Flying Dragon style of Karate. With his incredible speed and agility, he delivers the Lethal Dragon Punch! All of these warriors have a shot at the current champ and its going to take all of your skill and determination to get there!

Starting the Match

Place the Pit-Fighter game pak in the Super Nintendo Entertainment System and turn the machine on. Press the Start button when the title page appears. This brings up the player select screen. This is where you choose between Buzz, Ty and Kato as your character. Each have strengths and weaknesses that you'll need to learn to master the game.

Once you have decided which warrior to take into battle, press the Select button. This takes you to the beginning of the first match.

Starting the Match cont.

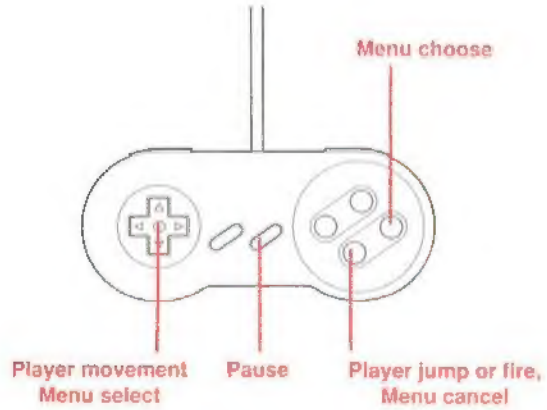
Press the following buttons individually for these results:

A button - Use to throw a punch.
B button - Use to kick.
X button - Use to jump up.
Y button - Use to block an attack.

Control Pad (arrows) - Moves character back and forth.
Start button - Use to pause/unpause the game.

The buttons can be used in combination with other buttons and/or the control pad for a variety of effects:

A + Up arrow - Lifts enemy.
B + Down arrow - Makes character duck down.
B + Up arrow - Launch a jump kick.
X + any arrow direction - Jump away from enemy.
Y + Left or Right arrows - Do a rolling cartwheel.



Controlling the Character

At the top of the controller are buttons labeled L and R. In regular game play, these can be used for kicking (L) and punching (R). When a player has accumulated Super Power (as shown to the right of SP in the score area), then pressing the L or R will cause the character to begin his special super move.

The player receives the Super Power after successfully completing a match. As long as the Super Power indicator is blinking, the character has a chance to use his special attack.

The Status Area

In the upper left corner of the screen is the status area for player 1. The data listed is the player's name (Buzz, Ty or Kato), his health, the score (in dollar amounts), Super Power indicator (SP), and an indicator for a Knockout Bonus (KO's).

The score indicator for player 2 is identical and in the upper right corner of the screen. The name and health of the opponent closest to each player is shown next to the player's status area.

Each player can receive full health when the scores of 50,000, 150,000, 350,000, and 600,000 are achieved.

The Matches

All regular matches continue until one of the combatant's health drops to zero. There are a total of ten regular matches. After every other match there's a Grudge Match. Three Knockdowns are necessary to complete a grudge match. All Knockdowns are recorded in the status screen of each player.

In a two player game, there is an elimination round after the tenth round of regular matches is completed. Only the surviving player (Player-1 or Player-2), goes on to challenge the current title holder, ULTIMATE, in the Championship Match!

Executioner

CC Rider

Chainman Eddle

Angel

Ultimate

FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the Super NES away from the receiver
- Plug the Super NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20401, Stock No. 004-000-00345-4.

Limited Warranty

90 DAY LIMITED WARRANTY:
THQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, THQ, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the THQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

T•HQ, Inc.
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY
If the PAK develops a problem after the 90 day warranty period, you may contact the THQ, Inc. Consumer Service Department at the phone number noted. If the THQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to THQ, Inc., enclosing a check or money order for $10.00 payable to THQ, Inc. THQ, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANT LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long and implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.